

CLAIMS

The invention is claimed as follows:

- 5 1. A gaming device comprising:
- a housing;
- a game operable upon a wager by a player;
- a plurality of first display plates independently movably connected to the housing, said first display plates including a plurality of first symbols;
- 10 a plurality of second display plates independently movably connected to the housing, said second display plates including a plurality of second symbols, wherein the second display plates are connected to the housing in opposing relation to the first display plates, and wherein a plurality of the first display plates and the second display plates are adapted to simultaneously
- 15 move towards and away from each other to indicate at least one of the first symbols and the second symbols to the player; and
- an award adapted to be provided to the player, wherein the award is based on any indicated first and second symbols on the first and second display plates after the display plates stop moving.
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2. The gaming device of Claim 1, wherein the first display plates include a first axis of rotation and the second display plates include a second axis of rotation, wherein the first and second axes of rotation are different.

3. The gaming device of Claim 1, wherein the first display plates each include a first axis of rotation and the second display plates each include a second axis of rotation, and wherein at least one of the first axes of rotation and at least one of the second axes of rotation are different.

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4. The gaming device of Claim 3, wherein at least two of the first axes of rotation are different.

5. The gaming device of Claim 4, wherein each of the first and second
10 display plates are positioned in different horizontal planes.

6. The gaming device of Claim 3, wherein at least two of the second axes of rotation are different.

15 7. The gaming device of Claim 6, wherein each of the first and second display plates are positioned in different horizontal planes.

8. The gaming device of Claim 1, wherein the first display plates include a plurality of first actuators connected to the housing and the second display plates include a plurality of second actuators connected to the housing, said first and second actuators being operable to independently move each of the first and second display plates.

9. The gaming device of Claim 1, wherein said first and second symbols are selected from the group consisting of: values, awards, prizes, game elements and modifiers.

10. The gaming device of Claim 1, wherein said first and second symbols include images of conventional playing cards.

11. The gaming device of Claim 1, wherein each of the first and second display plates are positioned in different horizontal planes.

12. The gaming device of Claim 1, which includes a substantially non-transparent panel connected to the front of the housing and positioned in front of the first and second display plates, wherein said panel prevents a player from viewing the first and second images on the first and second display plates when the first and second display plates are moved behind the panel.

13. The gaming device of Claim 1, wherein at least one of the first display plates at least partially obscures at least one of the second display plates when the first and second display plates move toward and away from each other.

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14. A gaming device comprising:

a housing;

a game operable upon a wager by a player;

a plurality of first display plates including a plurality of first symbols, said

10 first display plates including a plurality of first actuators connected to the housing, said first actuators adapted to independently move said first display plates;

a plurality of second display plates including a plurality of second symbols, said second display plates including a plurality of second actuators

15 connected to the housing, said second actuators adapted to independently move said second display plates; and

a processor operable with said first and second actuators upon a triggering event to: (a) select at least one of the first and second symbols to be indicated by the first and second display plates; (b) cause said first and
20 second actuators to independently move toward and away from each other to indicate any selected first and second symbols; and (c) provide an award to the player based on the indicated first and second symbols after the display plates stop moving.

15. The gaming device of Claim 14, wherein the first display plates include a first axis of rotation and the second display plates include a second axis of rotation, wherein the first and second axes of rotation are different.

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16. The gaming device of Claim 14, wherein the first display plates each include a first axis of rotation and the second display plates each include a second axis of rotation, and wherein at least one of the first axes of rotation and at least one of the second axes of rotation are different.

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17. The gaming device of Claim 16, wherein at least two of the first axes of rotation are different.

18. The gaming device of Claim 17, wherein each of the first and second display plates are positioned in different horizontal planes.

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19. The gaming device of Claim 16, wherein at least two of the second axes of rotation are different.

20. The gaming device of Claim 19, wherein each of the first and second display plates are positioned in different horizontal planes.

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21. The gaming device of Claim 14, wherein said first and second symbols are selected from the group consisting of: values, awards, prizes, game elements and modifiers.

5 22. The gaming device of Claim 14, wherein said first and second symbols include images of conventional playing cards.

23. The gaming device of Claim 14, wherein the housing encloses the plurality of first and second display plates.

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24. The gaming device of Claim 14, which includes a substantially non-transparent panel connected to the front of the housing and positioned in front of the first and second display plates, wherein said panel prevents a player from viewing the first and second images on the first and second display plates
15 when the first and second display plates are moved behind the panel.

25. The gaming device of Claim 14, wherein at least one of the first display plates at least partially obscures at least one of the second display plates when the first and second display plates move toward and away from each
20 other.

26. A method for operating a gaming device including a game operable upon a wager, said method comprising:

(a) independently moving a plurality of first display plates including a plurality of first symbols and a plurality of second display plates including a plurality of second symbols towards and away from each other, wherein said
5 first and second display plates are adapted to be independently movably connected to a housing, and wherein said first display plates are positioned in opposing relation to said second display plates on the housing;

(b) selecting at least one of the first symbols on the plurality of first
10 display plates and the second symbols on the plurality of second display plates to be indicated to a player;

(c) indicating the selected first and second symbols by independently moving the first and second display plates including said selected first and second symbols to be viewable by the player; and

15 (d) providing an award to the player after the display plates stop moving, wherein the award is based on the indicated first and second symbols.

27. The method of Claim 26, which includes selecting the first and second symbols from the group consisting of: values, awards, prizes and modifiers.

20 28. The method of Claim 26, wherein said first and second symbols include images of conventional playing cards.

29. The method of Claim 26, which includes moving the first and second display plates including the non-selected first and second symbols behind a substantially non-transparent panel connected to the housing.

- 5 30. The method of Claim 26, wherein indicating the selected first and second symbols includes sequentially moving the first and second display plates to indicate the selected first and second symbols to the player.

31. A gaming device comprising:
- a housing;
 - a game operable upon a wager by a player;
 - a plurality of first display plates independently movably connected to the
- 5 housing, said first display plates including a plurality of first symbols;
- a plurality of second display plates independently movably connected to the housing, said second display plates including a plurality of second symbols, wherein the first display plates are interspersed with and in opposing relation to the second display plates so that at least one of the first display
- 10 plates blocks at least a part of the first or second symbol displayed by at least one other of the second display plates when said plates are in designated position, and wherein a plurality of the first display plates and the second display plates are adapted to simultaneously move towards and away from each other to indicate at least one of the first symbols and second symbols to
- 15 the player; and
- an award adapted to be provided to the player, wherein the award is based on any indicated first and second symbols on the first and second display plates after the first and second display plates stop moving.
- 20 32. The gaming device of Claim 31, wherein the first display plates include a first axis of rotation and the second display plates include a second axis of rotation, wherein the first and second axes of rotation are different.

33. The gaming device of Claim 31, wherein the first display plates each include a first axis of rotation and the second display plates each include a second axis of rotation, and wherein at least one of the first axes of rotation and at least one of the second axes of rotation are different.

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34. The gaming device of Claim 33, wherein at least two of the first axes of rotation are different.

35. The gaming device of Claim 34, wherein each of the first and second
10 display plates are positioned in different horizontal planes.

36. The gaming device of Claim 33, wherein at least two of the second axes of rotation are different.

15 37. The gaming device of Claim 36, wherein each of the first and second display plates are positioned in different horizontal planes.

38. The gaming device of Claim 31, wherein the first display plates include a plurality of first actuators connected to the housing and the second display
20 plates include a plurality of second actuators connected to the housing, said first and second actuators being operable to independently move each of the first and second display plates.

39. The gaming device of Claim 31, wherein said first and second symbols are selected from the group consisting of: values, awards, prizes, game elements and modifiers.

5 40. The gaming device of Claim 31, wherein said first and second symbols include images of conventional playing cards.

41. The gaming device of Claim 31, wherein each of the first and second display plates are positioned in different horizontal planes.

10 42. The gaming device of Claim 31, which includes a substantially non-transparent panel connected to the front of the housing and positioned in front of the first and second display plates, wherein said panel prevents a player from viewing the first and second images on the first and second display plates
15 when the first and second display plates are moved behind the panel.